

This listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

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1           1.       (Currently Amended) A system for positive-return gambling, comprising:  
2                   at least one token account for tracking tokens associated with a ~~player~~ first one of  
3 a plurality of players;  
4                   a gambling game apparatus, coupled to the at least one token account, configured  
5 to award tokens and to credit and debit the at least one token account, the gambling game  
6 apparatus providing a statistically positive token return to the players; and  
7                   a token conversion module for converting tokens according to a token value  
8 determined based on a total number of tokens in a set of tokens, wherein a total value of all  
9 tokens in the set of tokens is constant, and wherein the total value of all tokens is derived from a  
10 source other than the players.

31 1           2.       (Original) The system of claim 1, wherein the token conversion module  
2 comprises a lottery module for randomly selecting at least one token from the set of tokens, and  
3 awarding at least one predefined prize to a player whose account contains the selected token.

1           3.       (Original) The system of claim 1, wherein the token conversion module  
2 determines a cash value for each token by dividing a predetermined cash award by the number of  
3 tokens in the set of tokens.

1           4.       (Original) The system of claim 3, further comprising a payout module, coupled to  
2 the token conversion module, for paying at least a subset of the players the cash value of at least  
3 a subset of the tokens in the player's token account.

1           5.       (Original) The system of claim 1, wherein the set of tokens comprises all tokens  
2 awarded to all players.

1           6.       (Original) The system of claim 1, wherein the set of tokens comprises all tokens  
2 awarded within a defined time period.

1           7.       (Original) The system of claim 1, further comprising an account initializer,  
2 coupled to the at least one token account, for awarding an initial quantity of tokens to each  
3 player.

1           8.       (Original) The system of claim 1, wherein the token conversion module converts  
2 tokens at the expiry of a predetermined time period.

1           9.       (Original) The system of claim 1, wherein the gambling game apparatus presents  
2 a gambling game to be played by a player, and credits and debits the player's token account  
3 based on the play of the player.

1           10.      (Original) The system of claim 9, wherein the gambling game comprises one  
2 selected from the group consisting of:

3                   video poker;

4                   slot machine;

5                   blackjack;

6                   roulette;

7                   sports pool;

8                   sports book;

9                   keno;

10                  bingo; and

11                  solitaire.

1           11.      (Original) The system of claim 9, wherein the gambling game comprises a casino  
2 game that is modified to increase payout sufficiently to provide a statistically positive return to  
3 players.

1           12.     (Original) The system of claim 9, wherein the token conversion module converts  
2 tokens after a predetermined number of definable units of gameplay.

1           13.     (Original) The system of claim 12, wherein each definable unit of gameplay  
2 comprises a game.

1           14.     (Original) The system of claim 1, wherein each token account is persistent over  
2 at least two gaming sessions.

1           15.     (Original) The system of claim 1, wherein each token account expires after a  
2 predetermined time period.

1           16.     (Original) The system of claim 1, wherein the gambling game apparatus  
2 comprises a network-enabled user interface for accepting input and providing output across a  
3 network.

1           17.     (Original) The system of claim 16, wherein the network comprises the Internet.

1           18.     (Original) The system of claim 1, wherein the gambling game apparatus  
2 comprises an automated game machine.

1           19.     (Original) The system of claim 1, wherein the gambling game apparatus  
2 comprises a human dealer.

1           20.     (Currently Amended) A method of providing positive-return gambling,  
2 comprising:  
3                 awarding an initial quantity of tokens to at least one player;  
4                 crediting and debiting at least one player with tokens responsive to the gameplay  
5 of the player in a gambling game, the gambling game providing a statistically positive token  
6 return to players; and

7 converting tokens according to a token value determined based on a total number  
8 of tokens in a set of tokens, wherein a total value of all tokens in the set of tokens is constant,  
9 and wherein the total value of all tokens is derived from a source other than the players.

1 21. (Original) The method of claim 20, wherein converting tokens comprises  
2 randomly selecting at least one token from the set of tokens, and awarding at least one  
3 predefined prize to a player having the selected token.

1 22. (Original) The method of claim 20, wherein converting tokens comprises  
2 determining a cash value for each token by dividing a predetermined cash award by the number  
3 of tokens in the set of tokens.

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1 23. (Original) The method of claim 22, further comprising paying at least a subset of  
2 the players the cash value of at least a subset of the tokens in the player's token account.

1 24. (Original) The method of claim 20, wherein the set of tokens comprises all  
2 tokens awarded to all players.

1 25. (Original) The method of claim 20, wherein the set of tokens comprises all  
2 tokens awarded within a defined time period.

1 26. (Original) The method of claim 20, wherein the step of converting tokens is  
2 performed at the expiry of a predetermined time period.

1 27. (Original) The method of claim 20, wherein the gambling game comprises one  
2 selected from the group consisting of:

3 video poker;

4 slot machine;

5 blackjack;

6 roulette;

7 sports pool;

8 sports book;

9 keno;  
10 bingo; and  
11 solitaire.

1 28. (Original) The method of claim 20, wherein the gambling game comprises a  
2 casino game that is modified to increase payout sufficiently to provide a statistically positive  
3 return to players.

1 29. (Original) The method of claim 20, wherein the step of converting tokens is  
2 performed after a predetermined number of definable units of gameplay.

1 30. (Original) The method of claim 29, wherein each definable unit of gameplay  
2 comprises a game.

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1 31. (Original) The method of claim 20, wherein tokens are persistent over at least  
2 two gaming sessions.

1 32. (Original) The method of claim 20, wherein tokens expire after a predetermined  
2 time period.

1 33. (Original) The method of claim 20, wherein the gambling game is implemented  
2 using a network-enabled user interface for accepting input and providing output across a  
3 network.

1 34. (Original) The method of claim 33, wherein the network comprises the Internet.

1 35. (Original) The method of claim 20, wherein the gambling game is implemented  
2 on an automated game machine.

1 36. (Original) The method of claim 20, wherein the gambling game is administered  
2 by a human dealer.

1           37.     (Currently Amended) A computer-readable medium comprising computer-  
2 readable code for providing positive-return gambling, comprising:  
3                   computer-readable code adapted to award an initial quantity of tokens to at least  
4 one player;  
5                   computer-readable code adapted to credit and debit at least one player with tokens  
6 responsive to the gameplay of the player in a gambling game, the gambling game providing a  
7 statistically positive token return to players; and  
8                   computer-readable code adapted to convert tokens according to a token value  
9 determined based on a total number of tokens in a set of tokens, wherein a total value of all  
10 tokens in the set of tokens is constant, and wherein the total value of all tokens is derived from a  
11 source other than the players.

131 1           38.     (Original) The computer-readable medium of claim 37, wherein the computer-  
2 readable code adapted to convert tokens comprises computer-readable code adapted to randomly  
3 select at least one token from the set of tokens, and award at least one predefined prize to a  
4 player having the selected token.

1           39.     (Original) The computer-readable medium of claim 37, wherein the computer-  
2 readable code adapted to convert tokens comprises computer-readable code adapted to determine  
3 a cash value for each token by dividing a predetermined cash award by the number of tokens in  
4 the set of tokens.

1           40.     (Original) The computer-readable medium of claim 39, further comprising  
2 computer-readable code adapted to pay at least a subset of the players the cash value of at least a  
3 subset of the tokens in the player's token account.

1           41.     (Original) The computer-readable medium of claim 37, wherein the set of tokens  
2 comprises all tokens awarded to all players.

1           42.     (Original) The computer-readable medium of claim 37, wherein the set of tokens  
2 comprises all tokens awarded within a defined time period.

1           43.     (Original) The computer-readable medium of claim 37, wherein the computer-  
2 readable code adapted to convert tokens operates at the expiry of a predetermined time period.

1           44.     (Original) The computer-readable medium of claim 37, wherein the gambling  
2 game comprises one selected from the group consisting of:

3                     video poker;

4                     slot machine;

5                     blackjack;

6                     roulette;

7                     sports pool;

8                     sports book;

9                     keno;

10                    bingo; and

11                    solitaire.

1           45.     (Original) The computer-readable medium of claim 37, wherein the gambling  
2 game comprises a casino game that is modified to increase payout sufficiently to provide a  
3 statistically positive return to players.

1           46.     (Original) The computer-readable medium of claim 37, wherein the computer-  
2 readable code adapted to convert tokens operates after a predetermined number of definable units  
3 of gameplay.

1           47.     (Original) The computer-readable medium of claim 46, wherein each definable  
2 unit of gameplay comprises a game.

1           48.     (Original) The computer-readable medium of claim 37, wherein tokens are  
2 persistent over at least two gaming sessions.

1           49.     (Original) The computer-readable medium of claim 37, wherein tokens expire  
2     after a predetermined time period.

1           50.     (Original) The computer-readable medium of claim 37, wherein the gambling  
2     game is implemented using a network-enabled user interface for accepting input and providing  
3     output across a network.

131 1           51.     (Original) The computer-readable medium of claim 50, wherein the network  
2     comprises the Internet.

1           52.     (Original) The computer-readable medium of claim 37, wherein the gambling  
2     game is implemented on an automated game machine.

1           53.     (New) The computer-readable medium of claim 37, wherein the source is an  
2     account funded by one or more advertisers.

1           54.     (New) The method of claim 20, wherein the source is an account funded by one  
2     or more advertisers.

1           55.     (New) The system of claim 1, wherein the source is an account funded by one or  
2     more advertisers.